

To get a limited victory you must cripple the Armada in 22 turns (intelligence will inform you of this). The Duke of Parma will not cross the channel unless he has good cover because his barges are very vulnerable to attack from the English fleet. (This is what actually happened.) Should you fail to accomplish the above your best bet is to attack Parma in the water. Once he gets ashore, look out. If you are able to stop his landing, the battle will end in a draw. Once ashore Parma will march on Dover and eventually on London.

The game will end if English naval strength falls to 12, if Spanish strength falls to 0, if Dover is captured (Dover is captured if at the end of any turn 3 or more enemy units occupy the town or if 1 unit occupies it for 3 turns), or if you reach turn 38. Loss of Dover results in your defeat.

Every effort has been made to make this program error free. However, given the complexity of this type of program and the infinite variety of inputs the player is allowed, errors are possible. DON'T PANIC! Most errors can be bypassed by typing GOTO 30 and pressing <ENTER>. This will redraw the map and return you to where you were prior to the error.

There are four copies of the program on the tape (2 ARMADA C and 2 ARMADA D). In the unlikely event that none of these will load properly return the original tape for prompt replacement. Should you have any questions or problems not covered by these instructions send a SASE for a quick reply.

IMPORTANT NOTE! If you have one of the early color computers with V1.0 Extended Color Basic ROM you may get a SYNTAX ERROR when you try to RUN this program. Ignore the ERROR message and RUN again. This should solve the problem. If it doesn't, delete the PCLEAR1 from Line 10 and manually PCLEAR1 prior to RUNNING.

The Spanish Armada, a strategic simulation for the TRS-80* Color Computer.

You are about to take part in what has been called the first modern naval battle in history. You will be facing King Philip of Spain's Invincible Armada. Should you fail to sink or cripple the Armada before it reaches Calais, Spanish troops under the command of the Duke of Parma will attempt to cross the channel and invade England. To complicate matters you will have to contend with fickle winds, a relentless current, and difficulty of supply.

Naval tactics in the 16th century were simply an extension of land based warfare. The objective in any engagement was to close with the enemy, grapple his ship and then board. The biggest ship with the biggest crew usually won. Long range gun duels were unheard of. This was because of tradition and the practice of paying off crews with prize money from captured ships. Ships shot to pieces by cannon fire tended to sink or, at best, were so badly damaged they weren't worth much money.

The Spanish Galleon was the classic example of a ship designed to fight in this fashion. They were huge and had crews in excess of 500 men. They were heavily armed with light man-killing guns (used to rake an enemy deck prior to boarding) and large short range ship smashing guns just in case something went wrong. They had towering castles fore and aft which made them very difficult to board and easy to defend. They had only one serious flaw. They were sluggish in the water and very difficult to maneuver.

The English had nowhere near the resources of Spain when it came to building ships. Neither did they have the long naval tradition which tended to stifle innovative thinking. What they did have was a man named John Hawkins who believed speed, maneuverability and long range firepower were the keys to victory at sea. The ships he designed were longer and lower than the traditional galleon. They could sail closer to the wind and mount more guns than anything the Spanish had. For arms he chose the culvern gun as opposed to the demi cannon favored by the Spanish. A culvern gun could throw an 18 pound ball with accuracy for up to 600 yards. The demi cannon could throw a 32 pound ball up to about 200 yards. He also insisted that gunners be trained in how to fire these guns from a moving ship (this was really a novel idea and drew considerable criticism at the time).

So, on the morning of July 30, 1588, as the two fleets warily watched each other, both sides were confident of victory. The Spanish in their invincible galleons and the English in their heavily armed cruisers. Their confidence proved to be short lived. The English quickly discovered that you can't sink a wooden warship with 18 pound balls unless you have an awful lot of them, which they didn't. The Spanish quickly discovered that being powerful was of little value if they couldn't close the range with the English ships, which they couldn't.

Both the cassette and disc versions are on the same tape. They are identical except for the game save feature. To begin, CLOAD ARMADA C (cassette version) or CLOAD ARMADA D (disc version) and RUN. The title screen will appear for a few moments and then the map will fast scroll to the start position.

You will be asked if you want a <N>ew game or if you wish to <C>ontinue a saved game. If you have never played the game before press N. You will then be asked to choose a level. Level 1 is essentially a practice level while level 5 is the historical game (almost).

English naval units are represented by white check and English ground units by purple check. A word of caution here. The cream of the English Army was destroyed in Flanders by Parma's army the year before. What you have are green troops. Don't expect too much of them, especially against Parma's veterans. The Armada is represented by orange check and Parma's army is represented by red check. The map represents the English Channel and should be self-explanatory.

There are a maximum of 38 turns and each turn is divided into 3 distinct phases.

The English Movement Phase is when you can move your units and fire your guns. Press <N>ext to position the cursor to the right of the unit you wish to move then press <M>ove. This will cause the unit to flash and chirp indicating it is ready to move or shoot. When in open ocean units may wrap around. This may appear unrealistic at first, but permits quicker deployment of forces and accentuates your one real advantage (speed and maneuverability). The unit's name, strength, supply, and potential moves will appear at the bottom of the screen. To move use the arrow keys. To shoot press <F>ire. You will then be prompted for a direction and range. The greater the range the less accurate you will be. On the other hand if you get too close the Spanish will fire back. Their 32 pounders can be devastating and if you get real close they will attempt to board. You may attempt to board a Spanish ship by moving your unit on top of the Spanish unit, but be careful; unless you are considerably stronger they have the advantage. PAY

ATTENTION TO THE WIND DIRECTION! A wind from the north will hinder your movement in that direction. The other wind directions have the same effect. A calm wind will reduce your moves to 1 regardless of anything else although you can still fire your guns. You can resupply your ships by going into the ports marked with an S, but be careful; the current can drive your ship ashore and wreck it if you run out of moves before you are well out of port. When all movement for a turn is done your units will turn solid white (solid purple for the ground units). Pressing <E>nd will end the movement phase. You can end movement early if you wish.

The Command Phase is where you get intelligence (if available), rescue ships in distress, create fire ships, and save the game. Rescuing ships is relatively straightforward. Press <R>escue. The computer will tell you what ships, if any, are eligible and you decide if you wish to rescue or not. Not all attempted rescues will be successful and in some instances a rescue attempt may lead to catastrophe. Fire ships were a dreaded weapon because virtually everything on a 16th century warship burned readily. You can convert badly damaged ships to fire ships by pressing <C>onvert. WATCH THE WIND! Fire ships only travel north or south; any other wind condition will result in the loss of your ship with no effect on the enemy. A north wind drives fire ships south and a south wind drives them north. The distance a fire ship can travel is controlled by the computer, but in no case will they move more than 7 positions. Once launched a fire ship will destroy everything in its path. It is best to launch fire ships against a group of enemy ships which are bunched together. Once converted, that ship will be lost to you forever. Game saves are initiated by pressing <S>ave. These are fully prompted and need no further explanation. To end the Command Phase press <E>nd.

The Spanish Movement and Resupply Phase. During this phase Spanish ships will fire on any English ships near them. The Spanish ships will also be sporadically resupplied from the URCAS in the center of the crescent formation. Movement may or may not occur. The Spanish are even more at the mercy of the winds than you are.

To get a decisive victory you must sink the Armada in 22 turns. On levels 1 and 2 this is relatively straightforward. However, at the higher levels it takes a combination of good seamanship (it is possible to force the armada into situations where they will run aground or collide with each other), good shooting, and timely use of fire ships. A good strategy is to sink the Urcas early so that the Spanish ships cannot be resupplied. This limits their ability to counter attack and will permit you to close the range more often.